

The background of the entire image is a deep space photograph of a nebula. It features a mix of bright green and yellow-green gas clouds, with darker, almost black, regions of dust and shadow. Scattered throughout the scene are hundreds of stars of varying sizes and colors, including white, yellow, and blue. The overall effect is a sense of vastness and cosmic wonder.

FACE OF OBLIVION

A HORUS HERESY HOBBY EVENT 20 MAY 2017



FACE OF OBLIVION

TONE

This is a laid-back event in typical Queensland style, getting a bunch of games in with your mates and meeting new fanatical hobbyists. Games will be on (what I hope you'll think are) excellent terrain tables with (your) beautiful armies. If you've listened to our podcast you'll know what we're into; good quality hobby and fun.

Most people will know everyone else at the event, and players are encouraged to check out everyone's armies, call out other players for grudge matches, organise games against armies or players you've never played against and organise their own game-match ups either ahead of time or by calling them out on the day.

Michael and I will organise your games for you if there are any issues, however at our last two events this rarely came up. We've found this system works well as it means you don't end up playing against an army you've got no chance against, and set your own expectations when talking to your opponent pre-game.

It probably doesn't need to be reiterated but this is a 'Hobby Event' and not a tournament, games will be highly narrative, with many levels of additional sub quests, character advancements and NPCs.

Awards will be exclusively for painting/modelling and sportsmanship.

This event is **FULLY PAINTED ONLY**. Unpainted/unfinished miniatures will not be allowed on the tables. There's zero wiggle room on this.

An audio players pack is available from the Eye of Horus Podcast feed on SoundCloud, iTunes, and Stitcher or via direct download (hit up Tim or Michael).

FACE OF OBLIVION

EVENT LOCATION AND DETAILS

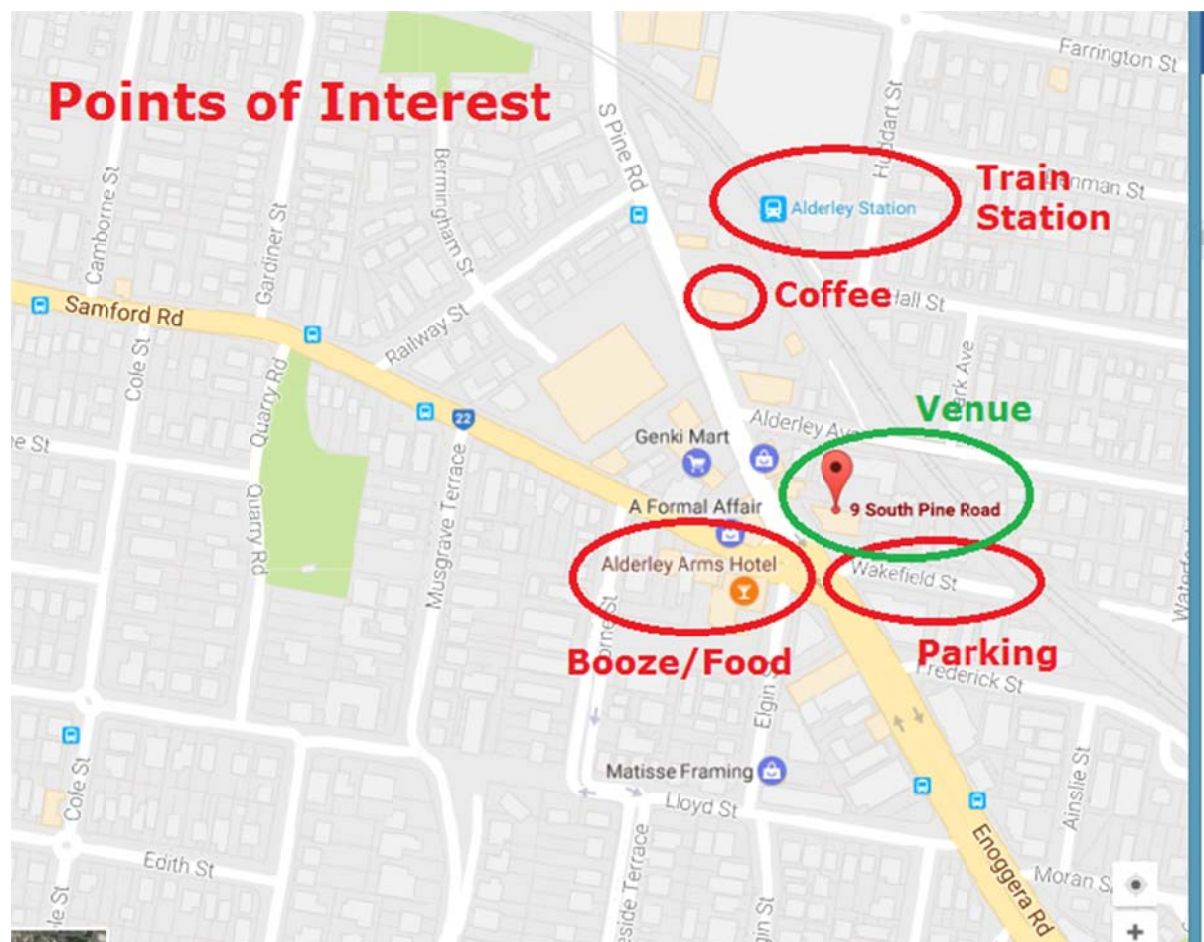
Face of Oblivion will be held at the **Magic Vault** on **20 May 2017** from **10am until 6pm** and the venue is open until 9pm if you want to squeeze in that last grudge match or board game.

<https://www.facebook.com/themagicvault/>

This venue is quickly becoming a favourite for gamers, supporting a variety of franchises and plenty of space for gaming. The MKA courses in October will be held here!

The location details are as follows:

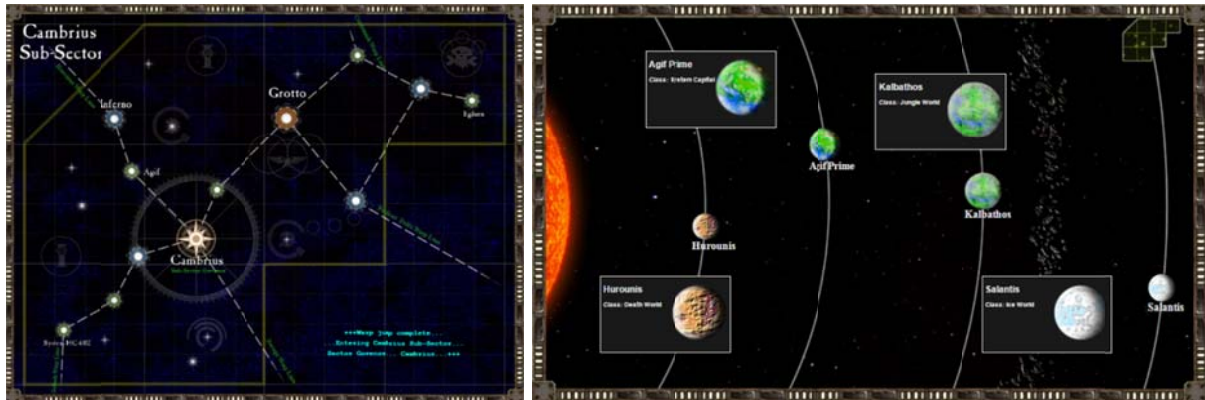
9 South Pine Road
Alderley QLD



FACE OF OBLIVION

NARRATIVE

The Face of Oblivion Campaign day is set on one of the moons of Salantis in the Agif System, Cambrius Sub Sector.



The moon's name is Oblivion and it is about to die.

Oblivion when found mid-Crusade, was a great treasure to the Mechanicum. All manner of STC and esoteric information was retrieved from their data banks and cyber-cores. Some of the greatest and most powerful Archmagos of Mars travelled to Oblivion to wonder at its technology, great pacts were made between Mars and the rulership of Oblivion, the major-domo of the Fabricator General himself made warp translation via hyper-advanced warp-cutter to sign binding treaties.

However Oblivion held a terrible secret.

The ruling decemvirate of Oblivion had withheld the fact that their power and technological mastery was due to deeply ingrained technological-heresy and super-occulted exploitation of proscribed artificial intelligence.

For 100 years the decemvirate kept their malfeasance hidden from the Magos stationed on Oblivion, quietly killing any Martians who probed too deeply into the labyrinthine data stacks, blaming them on industrial or arcane accidents. They couldn't keep their heinous provenance secret forever, mysterious deaths of Magos drew the attentions of the Ordo Mhalagra, who after investigation brought in a mighty fleet who tore the heart from the tainted deep stacks and contained the various AIs in djinn prisons. A death sentence was pronounced and in pragmatic fashion they diverted a nearby meteor stream into the world via gravity well technology before making translation back to Mars.

Now the planet is constantly bombarded by astral objects, and it's only a matter of time before one big enough demolishes the world entirely.

Forces of both sides of the ongoing Heresy as well as other unaligned groups have sent strike forces to raid the world, small strike teams of expendable warriors who may just return with epic plunder!

FACE OF OBLIVION

CAMPAIGN OVERVIEW

HOW THE CAMPAIGN WILL WORK

Our events run on the concept of 'open games' we endeavour to provide the best terrain and campaign framework we can, so you guys can come and throw down with your armies. The event opens at 10am and closes at 6pm, you can play as many or as few games as you like. You can have 2 hour lunch break if you like. There are myriad ways to score, and these scores are kept on a white board for all to see. The content of your games, who you play etc, is up to you. We won't be chasing you to finish up games, we won't be setting you up with other players based on your score so far. In fact we won't even keep track of anyone's personal scores at all. You'll score for your team whether Traitors or Loyalists.

ARMIES

This event is focussing on the 'Shadow Wars' era of the Heresy, pretty much any army you can build from the current rules, within the current point limits is allowed. The one omission is Legio Cybernetica who are possible in Zone Mortalis but not in Centurion.

SCORING

Missions will be rolled for as normal from the Shadow Wars and Zone Mortalis missions, and bulk points from your game will be tallied for your team on the score board. You can also gain points from Sub Quest Trees, Points of Interest, and NPC sub quests.

TABLES

This is not a map based campaign however we will keep track of which side 'controls' each table. Although your force might not be setting up a base or fortifications or trying to hold a territory, this represents that a force is operating in that area, searching for STC, information, or archeotech.

At the start of the conflict, all of the event tables will be 'Neutral'. Depending on the winner or loser of each game, these tables will then be designated as 'Loyalist' or 'Traitor' (or stay neutral in case of a draw). This then determines the attacker and defender for that table for the next game and will change back or forth depending on how your game went. (Use the Shadow War roll off to determine attacker/defender on all neutral tables.)

SUB QUEST TREES

In addition to the missions being played and reaping points for your team, each player will be issued with a 'sub quest tree' card which will have 3 secret missions for you to attempt. These sub quests are outlined on the cards and have an increasing difficulty. Once you complete mission tier 1 during a game, you will achieve bonus points for your team, and also unlock the next mission tier in your following game(s). These sub quests are all themed to your faction/legion, and it's possible you may achieve all or none of them during the event.

WARLORD CHARACTER ADVANCEMENT

Your Warlord represents you on the battlefield. Your score sheet has a character space on the front page for you to enter your stat block and upgrades, you will be able to modify this as your character buys upgrades with experience points (XP) they earn in the furnace of battle!

POINTS OF INTEREST/NPCs

To add extra depth to the campaign and represent your Warlord and forces exploring and searching for technology, there is a points of interest system. These are tokens that are placed during game setup and may be rich rewards, ambushes by savage beasts, information worth points for your team or the game, or characters who will side with you and have their own goals and motivations, dragging you into their own sub quests worth further campaign points!

FACE OF OBLIVION

BUILDING AN ARMY

This will be a Shadow Wars and Zone Mortalis Campaign (see more below), you will be able to swap between the tables and game modes as you like.

LISTS

Armies may be chosen from; Legion Astartes, Solar Auxilia, Mechanicum, Militia and Warp Cults, Talons of the Emperor, Blackshields, Shattered Legions, Army of Dark Compliance

WARLORD

As this is a narrative event, no special characters or primarchs will be allowed. We will be using Warlord Advancement rules which can be found on following pages, but it is important to note that **your Warlord represents YOU and must be present and the army's warlord in ALL games.**

Players should bring the following armies:

ZONE MORTALIS

These games will be on a variety of 4x4 and 6x4 ZM tables representing facilities on Oblivion.

At a minimum you should bring a 1000 point ZM list with Zone Mortalis Stratagem points and the Combatant Force Org. (see book 1 for details)

For FULL IMMERSION mode we suggest bringing several lists from 1000-1200 points, using the attacker, defender, and combatant force orgs and extra ZM compatible miniatures in case you want to create new lists or change them between games.

CENTURION

These games will be on 6x4 tables with more terrain than normal, and unit restrictions on the next page, representing scavenging and exploration on the surface of Oblivion. Some of the 6x4 ZM tables might be suitable for Centurion play also! These games will be using the Shadow Wars rules in Book 6 - Retribution. There will be photocopies of the missions for use at the event.

At a minimum, you should bring a 1500 point Centurion compatible list using the Age of Darkness Force Org. (see your army's latest red book for details)

For FULL IMMERSION mode we suggest bringing several lists from 1500-2000 points, and extra Centurion compatible miniatures in case you want to create new lists or change them between games.

You may use any of the force organisation charts, except for Leviathan.

OTHER UNITS

Imperial Agents can be used, taking up a HQ slot and are unrestricted (other than faction restrictions). 0-1 Imperial Assassins or Sisters of Silence Centurians may be used, counting as an Imperial Agent.

DOG TAGS

If you have Aus30k Dog Tags, you may use one dog tag in your army (you will also be issued a tag each at the end of the event for use at further campaign events! (at no additional cost))

CENTURION – v1.2

The Centurion Discipline is a middle-ground between Zone Mortalis* and Frontline* games.

Aesthetically drawing inspiration from Warhammer 40k 2nd Edition, and rules-wise providing more narrative games where infantry and characters are the focus of the action. Some units are restricted in this discipline, the narrative shaped by dense terrain in which tanks and aircraft are not viable, yet the battle is still a savage tale of retribution and massacre.

Centurion games are played on a 6x4 with more terrain than Frontline games, using Shadow War missions and a points level of 1500-2000 to represent smaller actions, insurgency, assassinations and tactical skirmishes.

Infantry, Walkers, and Speeders should be the focus of your army and the following unit are restricted:

Tanks, Fliers, Drop Pods, Superheavies, Lords of War, and fortifications are not allowed.

Bikes, Attack Bikes, Jet Bikes, Artillery, Monstrous Creatures, Leviathan Siege Dreadnoughts are 0-1 choices.

Note this precludes some Rites of War and Army Lists from Centurion mode.

EOH Note: Although this may just sound like '30k with restrictions', Centurion mode has been created as a crossover discipline for events, providing a different tactical situation and game flavour compared to the ruthless close quarters action of ZM or the vehicle slugfest of Frontline games. It provides a focus on much different units, inviting you to use units otherwise not seen in other games.

Context:

*Zone Mortalis: 1250 point games of ZM using Zone Mortalis Missions and rules.

*Frontline: 2500+ point games on more open 6x4 or larger tables, using Age of Darkness missions.